

Selected Effect - Highlight (URP & LWRP)

Introduction:

If you want your game model to achieve a selected effect, or a highlight effect. Then this asset is perfect for you. This is a combination of shader, script and audio. You don't need to write any shader yourself, you can easily achieve such a cool effect. I added hover, click and touch three ways to trigger the selection effect, you can choose the way you want to use. It can also run perfectly on Android and IOS platforms. It can be easily integrated into your project, the shader graph file exposes many parameters that you can adjust yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline) and LWRP (Light Weight Renderer Pipeline)

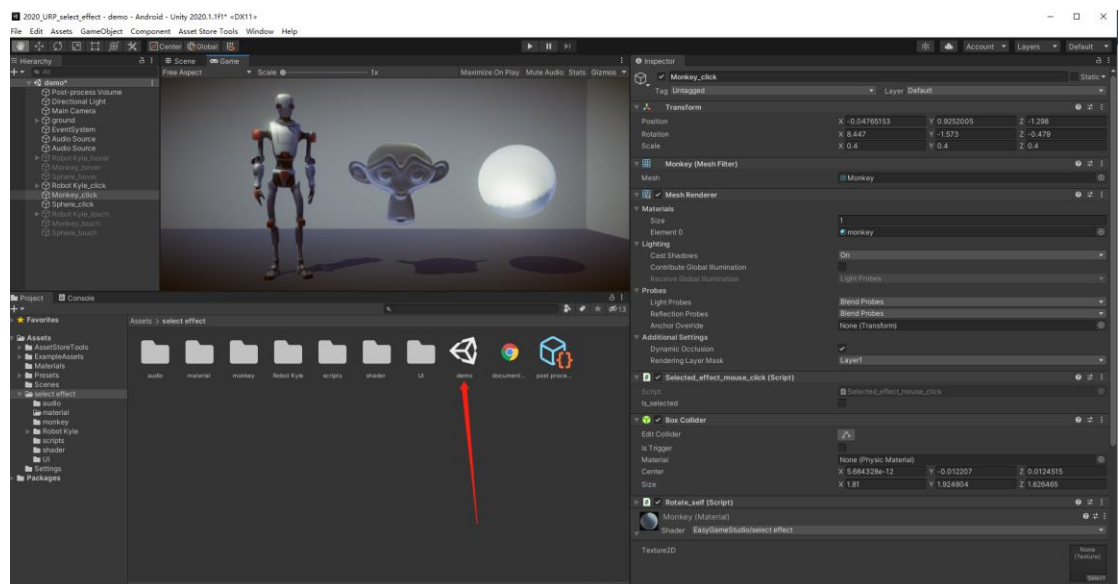
Main features:

1. Easy to integrate into your project, no need to write any shader and code
2. Only support URP (Universal Renderer Pipeline) and LWRP (Light Weight Renderer Pipeline)
3. There are three trigger methods to choose from: hover, click and touch
4. You can modify the attributes exposed by the shader and script to easily get the effect you want
5. Contains sound effect
6. Support Android, IOS, Windows and other platforms
7. Complete documentation, clear demo
8. Cheap

How To Use:

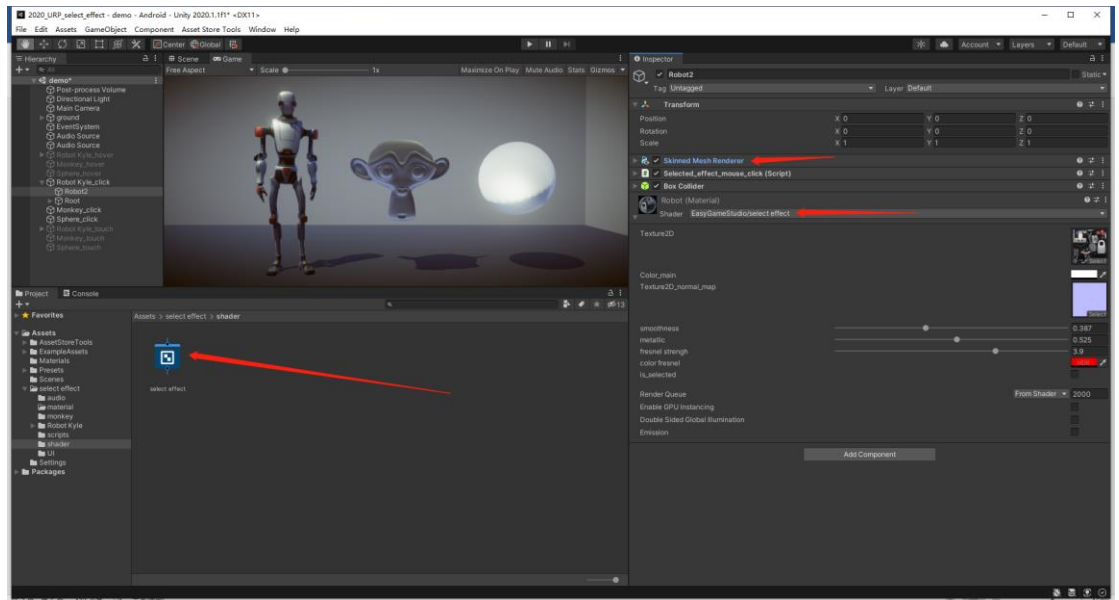
How To Run

Find demo.unity in the resource package and click Run. The path address is shown in the figure below:

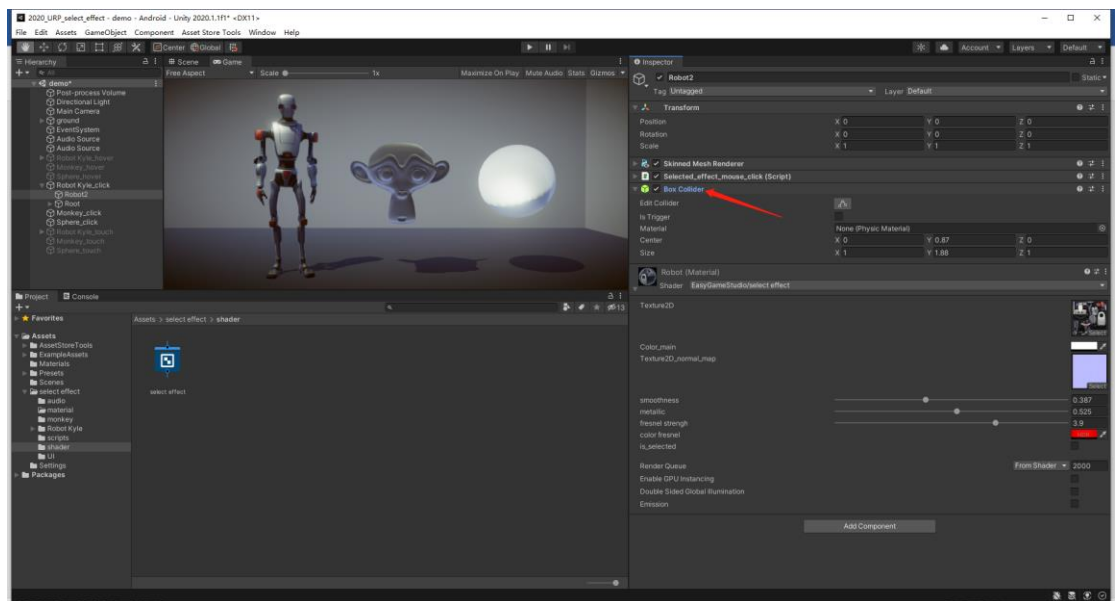


How to apply to your own game objects

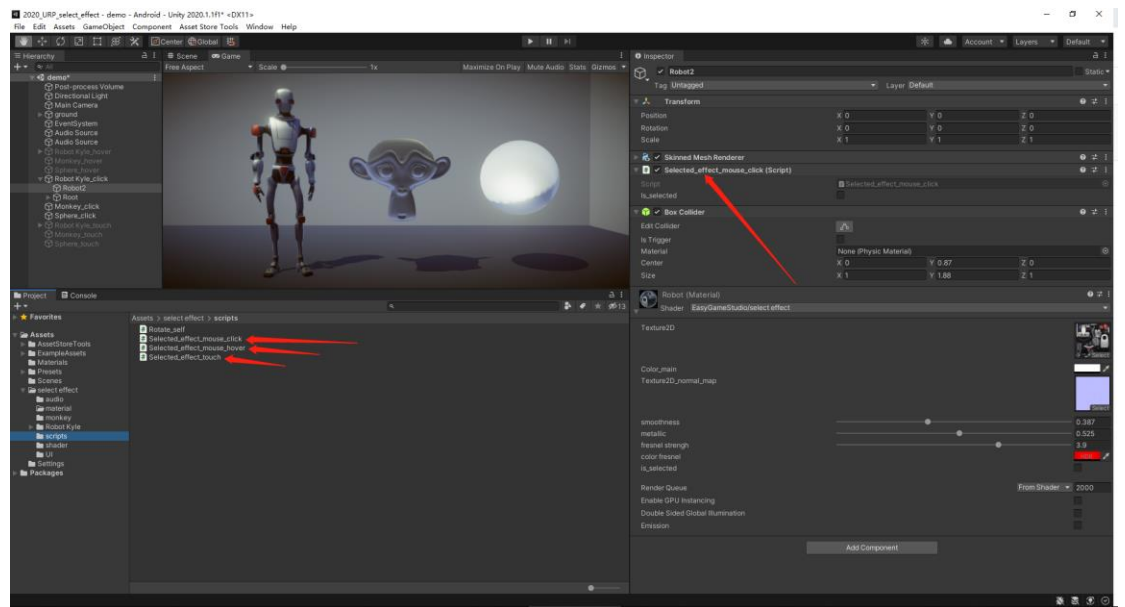
1. This shader can only act on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components
2. Set the shader for the game object in the first step-"EasyGameStudio/select effect ", as shown in the figure below:



3. Add a collider component, as shown in the figure below:



4. Last step, add a trigger script to your game object (There are three different scripts. They are hovering, clicking, and touching. Choose what you need), as shown in the figure below:



PS: It needs to be used together with post processing

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us.

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